

24 November 2008

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iPhone Freelancer
header
iPhone Freelancer
web site

['iPhone Freelancer' Lets You Employ Your Own Developer](#)

Post an idea, set the app's budget, and wait for the devs to 'bite'

Have an idea for an app but just don't have the skills to make it happen? No problem, now you have iPhone Freelancer, a new site that puts your ideas onto the developers' working desk. The two parties negotiate the pay, get the app done, and ultimately submit it to the [App Store](#) for approval. That's all there is to it!

"Welcome to iPhone Freelancer," reads a greeting on the new website. "Employers, post your projects, jobs and find a freelancer to get your project in gear. Freelancers, find a project, bid on it, do work and get paid! It's as easy as that. Make sure to tell all your friends about this site so the userbase can grow. The more people that know about iPhone Freelancer, the more chance you have to DO WORK!!!"

So, here's how it works. Once you come up with an idea that you think would look great on the [iPhone](#), just access iPhone Freelancer and post that idea under the form of a project. This implies specifying the budget, the bidding time frame, and a small description of the app you want to be developed. Thanks to employer staticwax, who broke the ice on iPhone Freelancer, we can offer you an example:

"I am looking for someone to develop an iPhone app in the spirit of iBeer. You will have to know the SDK development kit provided by Apple, or some mobile phone equivalent. The app is meant to be a simple form of entertainment. If you start with an existing game and can just change the images, that would be fine too. I just don't have the skill to do it on my own. THANK YOU"

Since iPhone Freelancer has only recently been set up, no feedback is available just yet. Still, at least one developer will be interested in creating this app for staticwax. Maybe you're also a developer! Why don't you hit up [iPhone Freelancer](#) right now? Any of you planning to submit some ideas?